Cinder Glade



Land — Mountain Forest

(: Add or to your mana pool.)

Cinder Glade enters the battlefield tapped unless you control two or more basic lands.

On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.

235/274 R
BFZ • EN Adam Paquette

™ & © 2015 Wizards of the Coast

Cinder Glade

Land — Mountain Forest

(: Add or to your mana pool.)

Cinder Glade enters the battlefield tapped unless you control two or more basic lands.

On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.

235/274 R
BFZ • EN Adam Paquette

™ & © 2015 Wizards of the Coast

Cinder Glade

Land — Mountain Forest

(: Add or to your mana pool.)

Cinder Glade enters the battlefield tapped unless you control two or more basic lands.

On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.

235/274 R
BFZ • EN Adam Paquette

™ & © 2015 Wizards of the Coast

Cinder Glade

Land — Mountain Forest

(: Add or to your mana pool.)

Cinder Glade enters the battlefield tapped unless you control two or more basic lands.

On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.

235/274 R
BFZ • EN Adam Paquette

™ & © 2015 Wizards of the Coast



Cinder Glade

Land — Mountain Forest

(: Add or to your mana pool.)

Cinder Glade enters the battlefield tapped unless you control two or more basic lands.

On the volcanic continent of Akoum, bizarre vegetation clusters around gas vents, and jagged mountain peaks rise high into the air.

235/274 R
BFZ • EN Adam Paquette

™ & © 2015 Wizards of the Coast